

FOR THE ADAM 5200™ GAME SYSTEM

BUCK ROGERS

PLANET OF ZOON

OFFICIAL ARCADE VERSION



SEGA

VIDEO GAME CARTRIDGE

It's the 25th century. You are Buck Rogers, fighting the battle of Planet Zoom. This is a race against death! Your ultimate and most powerful enemy is the deadly MOTHER SHIP.

There are five levels of increasing difficulty—each with their rounds of challenging space combat. Before you meet the MOTHER SHIP, your pilot skills and nerve are tested against zipping ELECTRON PODS, ALIEN SAUCERS and smacking SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your fuel consumption is crucial to your survival. If you deplete your fuel you crash into the surface of Planet Zoom, destroying any one of your three battle ships. The faster you fly, the less fuel you burn. You receive a full tank of fuel if you destroy the MOTHER SHIP (be aggressive, but don't be reckless). This is do or die, orbital combat and it's the MOTHER SHIP or POD!

U S I N G Y O U R C O N T R O L S

Upon it begin your battle with a fleet of three fighterships that you navigate one at a time above the surface of Planet Zoom, and into space. Use your joystick to control them. Press the START key on the button to start the game.

JOYSTICK CONTROL Pushing your joystick forward will elevate your fightership. When it has reached maximum elevation, the forward position will increase the speed of flight.

Pulling the joystick back brings your ship lower until it skims the surface of Planet Zoom. Keeping the joystick pulled back will bring your ship to its minimum speed. The minimum speed increases with each level of difficulty.



Pushing your joystick to the right will turn your ship to the right
 Pushing your joystick to the left will turn your ship to the left
 If the joystick is angled up or down while turning right or left, your ship will try to climb or dive
 Push space bar button repeatedly for rapid fire. Keep button depressed for steady fire.
 Push pause button to freeze game
 Push reset button to go to title

HOW TO PLAY

GOAL The object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly Electron Beam, Lasers and Space Hop bet's destroy YOU!

THE SCREEN Your screen shows the view as you climb over the surface of Planet Zappa. In the distance are mountains and beyond them, outer space and your battle with the MOTHER SHIP

The upper edge of your screen shows your score. Below your score is your fuel gauge. Your fuel is depleted slower the faster you travel. Your fuel gauge changes color to indicate fuel level

GREEN

YELLOW

FLASHING RED

More than 1/3 of a tank

Between 1/3 and 1/9 of a tank

Less than 1/9 of a tank



When your fuel is depleted, your ship will collide into the surface of Planet Zoom, destroying that ship. If that was your last ship, the game is over. If you run out of fuel before reaching the final level, you return to the first round of that level instead of one ship below your fuel gauge in your enemy/obstacle display indicating the number of Alien Saucers or Space Hoppers to be destroyed or the number of Electron Ports to be passed through.

The surface of Planet Zoom changes color as your battle takes you to more treacherous levels with each level.



BLUE PLAN Now you are ready to do battle on Planet Zoom. The game is divided into ten levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and allies. The combinations get more difficult as you advance through each round of every level.

LEVEL 1—BLUE

ROUND 1—15 Electron Ports

ROUND 2—15 Electron Ports
and/or Alien Saucers

ROUND 3—30 Electron Ports
Alien Saucers and/or
Space Hoppers

ROUND 4—The MOTHER SHIP
and Saucers



LEVEL 2—BLUE/YELLOW

ROUND 1—15 Electron Ports
firing forward (after
round 1 Electron Ports fire to the side)

ROUND 2—30 Electron Ports and/or Alien Saucers

ROUND 3—30 Electron Ports, Alien Saucers and/or firing Space
Hoppers

ROUND 4—30 the MOTHER SHIP with Alien Saucers

LEVEL 3—GREEN/YELLOW

ROUND 1—25 Electron Ports

ROUND 2—35 Electron Ports and/or Alien Saucers

ROUND 3—30 Electron Ports, Alien Saucers and firing Space Hoppers

ROUND 4—The MOTHER SHIP with Alien Saucers

LEVEL 4—BRIGHT FLIGHT SHIP

ROUND 1—25 Electron Ports with Alien Saucers

ROUND 2—30 Electron Ports, Alien Saucers and firing Space Hoppers

ROUND 3—35 non firing Electron Ports, Alien Saucers and firing
Space Hoppers

ROUND 4—The MOTHER SHIP with Alien Saucers

LEVEL 5—DARK GREEN

ROUND 1—38 Electric Pods with Alien Saucers

ROUND 2—35 Electric Pods, Alien Saucers and firing Space Hoppers

ROUND 3—40 Electric Pods, Alien Saucers and firing Space Hoppers

ROUND 4—the MOTHER SHIP with Alien Saucers

The numbers of Electric Pods, Alien Saucers and Space Hoppers indicates the combined total of enemies and allies you must destroy or Electric Pods you must pass through. Your screen will show no more than 10 enemies or allies to be destroyed.



ENEMIES AND ALLIES



Electric Pods—explode on impact. After level one they fire Electric Pulses toward the outside. With each level they are spaced closer together.



Alien Saucers—will explode on impact and fly by with greater speed and frequency as levels of difficulty increase.



Space Hoppers—will explode on impact with your ship. After round 11 they will fire at your ship. As levels of difficulty increase Space Hoppers will appear with greater speed and frequency.

The Mother Ship—This is your greatest challenge. Her destruction is your greatest victory. No enemy is more cunning or powerful. The front is blue and the back is yellow. The MOTHER SHIP can be destroyed only by hitting a Rear-center. Any other shots will ricochet off and may destroy you! As it approaches 1 on MOTHER SHIP will fire at you.



SCORING

Alien Saucers	200 points
Space Hoppers	300 points
Electron Pods	500 points
The MOTHER SHIP	50,000 points plus full load of fuel
Every 20,000 points you receive an additional lightning	

STRATEGIC TIPS

- Fly as fast as you can without crashing. The faster you fly, the less fuel you consume. You receive added points for added speed.
- If you fly outside the Electron Pods after level 1, you are likely to be hit by Electron Pulses.
- You are more vulnerable to attack by Alien Saucers when flying low.
- Saucers are more vulnerable as they fly past from behind.
- Enemies appear in waves. Try to determine the rhythm of the waves.
- Be aggressive—and you're not. You'll use your fuel before you encounter with the MOTHER SHIP.
- Don't be reckless—your lightning clears with super-sensitive response.
- Over-clearing may cause you to collide with Electron Pods, Alien Saucers or Space Hoppers.

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STRATEGIC OPERATIONS SIMULATOR

VIDEO GAME CARTRIDGE



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OFFICIAL ARCADE VERSION



C O M I N G S O O N

Congo Bongo[™]

VIDEO GAME CARTRIDGE

You can hear the beat of jungle drums in the fast-paced cartoon adventure CONGO BONGO. Colorful side-of-the-art, 3-D graphics burst on the screen as your Jungle Adventurer hunts down Congo Bongo, that mischievous giant gorilla. There are plenty of traps and challenges along the way: huge cliffs, coconuts, pesky chimps, mechanical traps and more changing scenes. CONGO BONGO—more fun than a barrel of monkeys... or gorilla!
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